

Amendments To Claims

1. (Currently Amended) A system for communication, comprising:

a set of one or more rich media environments each having a corresponding arrangement of sensing and rendering components for covering a set of individuals present in the corresponding rich media environment wherein at least one of the rich media environments covers more than one of the individuals;

interest thread detector that uses the sensing and rendering components to detect multiple communication interactions among the individuals present in the rich media environments and that maintains an interest thread for each communication interaction;

communication provider that for each interest thread captures a set of media data from the sensing components and that combines the captured media data in response to the activities within the corresponding rich media environments of a subset of the individuals associated with the interest thread and that communicates the combined media data to the rendering components.

2. (Original) The system of claim 1, wherein the communication provider selects a subset of the sensing and rendering components for use for each interest thread.

3. (Original) The system of claim 1, wherein the activities include speech levels of the individuals.

4. (Original) The system of claim 1, wherein the activities include gestures by the individuals.

5. (Original) The system of claim 1, wherein the activities include movements by the individuals.

6. (Previously Presented) The system of claim 1, wherein the activities include locations of the individuals.

7. (Original) The system of claim 1, wherein the communication provider refines the media data obtained from the sensor components in response to the activities.

8. (Original) The system of claim 1, wherein the communication provider stores the combined media data to provide a history of the corresponding communication interaction.

9. (Original) The system of claim 1, wherein one or more of the communication interactions pertain to an artifact in one of the rich media environments.

10. (Original) The system of claim 9, wherein the artifact changes over time.

11. (Original) The system of claim 9, wherein the artifact is a shared virtual writing surface.

12. (Original) The system of claim 10, wherein a change to the artifact is made by one of the individuals.

13. (Original) The system of claim 10, wherein the communication provider records a history of the artifact over time.

14. (Original) The system of claim 1, wherein the interest thread detector detects one or more activities in the rich media environments and creates an interest area for each detected activity.

15. (Original) The system of claim 14, wherein the interest thread detector associates the interest areas with the interest threads.

16. (Original) The system of claim 1, wherein one or more of the communication interactions is among two or more of the individuals in one of the rich media environments.

17. (Original) The system of claim 1, wherein one or more of the communication interactions is among one or more of the individuals in two or more of the rich media environments.

18. (Original) The system of claim 1, wherein the interest thread detector detects formation of a particular communication interaction by detecting a movement of one of the individuals.

19. (Original) The system of claim 18, wherein the movement pertains to one of the rendering devices.

20. (Original) The system of claim 18, wherein the movement pertains to one of the other individuals.

21. (Original) The system of claim 1, wherein one or more of individuals is in a remote location and in possession of a remote sensing and rendering component.

22. (Currently Amended) A method for communication using a set of rich media environments each having a corresponding arrangement of sensing and rendering components for covering a set of individuals present in the corresponding rich media environment wherein at least one of the rich media environments covers more than one of the individuals, comprising:

detecting multiple communication interactions among the

individuals present in the rich media environments;
maintaining an interest thread for each detected
communication interaction;
capturing a set of media data from the sensing
components;
combining the captured media data in response to the
activities within the corresponding rich media environments of
a subset of the individuals associated with each interest
thread;
communicating the combined media data to the rendering
components.

23. (Previously Presented) The method of claim 22, further
comprising selecting a subset of the sensing and rendering
components for use for each interest thread.

24. (Previously Presented) The method of claim 22, wherein
combining the captured media data in response to the
activities of the individuals includes detecting speech levels
of the individuals.

25. (Previously Presented) The method of claim 22, wherein
combining the captured media data in response to the
activities of the individuals includes detecting gestures by
the individuals.

26. (Previously Presented) The method of claim 22, wherein
combining the captured media data in response to the
activities of the individuals includes detecting movements by
the individuals.

27. (Previously Presented) The method of claim 22, wherein
combining the captured media data in response to the
activities of the individuals includes detecting locations of
the individuals.

28. (Previously Presented) The method of claim 22, further comprising refining the media data obtained from the sensor components in response to the activities.

29. (Previously Presented) The method of claim 22, further comprising storing the combined media data in a history of the corresponding communication interaction.

30. (Previously Presented) The method of claim 22, further comprising monitoring an artifact over time.

31. (Previously Presented) The method of claim 30, further comprising recording a history of the artifact over time.

32. (Previously Presented) The method of claim 22, further comprising detecting one or more activities in the rich media environments and creating an interest area for each detected activity.

33. (Previously Presented) The method of claim 32, further comprising associating the interest areas with the interest threads.

34. (Currently Amended) A computer-readable storage media that contains a set of code that when executed provides communication among a set of rich media environments each having a corresponding arrangement of sensing and rendering components for covering a set of individuals present in the corresponding rich media environment wherein at least one of the rich media environments covers more than one of the individuals by:

detecting multiple communication interactions among the individuals present in the rich media environments;

maintaining an interest thread for each detected

communication interaction;

capturing a set of media data from the sensing components;

combining the captured media data in response to the activities within the corresponding rich media environments of a subset of the individuals associated with each interest thread;

communicating the combined media data to the rendering components.

35. (Previously Presented) The computer-readable storage media of claim 34, further comprising selecting a subset of the sensing and rendering components for use for each interest thread.

36. (Previously Presented) The computer-readable storage media of claim 34, wherein combining the captured media data in response to the activities of the individuals includes detecting speech levels of the individuals.

37. (Previously Presented) The computer-readable storage media of claim 34, wherein combining the captured media data in response to the activities of the individuals includes detecting gestures by the individuals.

38. (Previously Presented) The computer-readable storage media of claim 34, wherein combining the captured media data in response to the activities of the individuals includes detecting movements by the individuals.

39. (Previously Presented) The computer-readable storage media of claim 34, wherein combining the captured media data in response to the activities of the individuals includes detecting locations of the individuals.

40. (Previously Presented) The computer-readable storage media of claim 34, further comprising refining the media data obtained from the sensor components in response to the activities.

41. (Previously Presented) The computer-readable storage media of claim 34, further comprising storing the combined media data in a history of the corresponding communication interaction.

42. (Previously Presented) The computer-readable storage media of claim 34, further comprising monitoring an artifact over time.

43. (Previously Presented) The computer-readable storage media of claim 42, further comprising recording a history of the artifact over time.

44. (Previously Presented) The computer-readable storage media of claim 34, further comprising detecting one or more activities in the rich media environments and creating an interest area for each detected activity.

45. (Previously Presented) The computer-readable storage media of claim 44, further comprising associating the interest areas with the interest threads.